The Sims 2

TM

EA™

Precautions

• This disc contains software for the PlayStation®2 computer entertainment system. Never use this disc on any other system, as it could damage it. • This disc conforms to PlayStation®2 specifications for the PAL market only. It cannot be used on other specification versions of PlayStation®2. • Read the PlayStation®2 Instruction Manual carefully to ensure correct usage. • When inserting this disc in the PlayStation®2 always place it with the required playback side facing down. • When handling the disc, do not touch the surface. Hold it by the edge. • Keep the disc clean and free of scratches. Should the surface become dirty, wipe it gently with a soft dry cloth. • Do not leave the disc near heat sources or in direct sunlight or excessive moisture. • Do not use an irregularly shaped disc, a cracked or warped disc, or one that has been repaired with adhesives, as it could lead to malfunction.

Health Warning

For your health, be sure to take a break of about 15 minutes during every hour of play. Avoid playing when tired or suffering from lack of sleep. Always play in a well-lit room, sitting as far from the screen as the cord will allow. Some people experience epileptic seizures when viewing flashing lights or patterns in our daily environment. These people may experience seizures while watching TV pictures or playing video games. Even players who have never had any seizures may nonetheless have an undetected epileptic condition. Consult your doctor before playing video games if you have an epileptic condition or immediately should you experience any of the following symptoms during play: dizziness, altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and / or convulsions.

PIRACY

The unauthorised reproduction of all or any game part of this product and the unauthorised use of registered trademarks are likely to constitute a criminal offence. PIRACY harms Consumers as well as legitimate Developers, Publishers and Retailers. If you suspect this game product is an unauthorised copy, or have any other information about pirate product, please call your local Customer Service number given at the back of this Manual.

See back page of this manual for Customer Service Numbers and Games Hotline Numbers.

SLES-53718

1 - 2 Players • Memory Card (8MB) (for PlayStation®2) : 1413KB minimum • Analog Control Compatible: analog sticks only • Vibration Function Compatible • EyeToy® USB Camera (for PlayStation®2) Compatible

The Sims 2 © 2005 Electronic Arts Inc. Library programmes © 1997-2005 Sony Computer Entertainment Inc. exclusively licensed to Sony Computer Entertainment Europe. FOR HOME USE ONLY. Unauthorised copying, adaptation, rental, lending, distribution, extraction, re-sale, arcade use, charging for use, broadcast, public performance and internet, cable or any telecommunications transmission, access or use of this product or any trademark or copyright work that forms part of this product are prohibited. Published by Electronic Arts Ltd. Developed by Electronic Arts Inc.

STARTING THE GAME

1. Set up your PlayStation®2 computer entertainment system according to the instructions in its instruction manual. Attach game controllers and other accessories, as appropriate.
2. Make sure the MAIN POWER switch (located at the back of the console) is turned ON.
3. Press the ⏻/RESET button. When the ⏻ indicator is green, press the ⏏ button. The disc tray opens.
4. Place the *The Sims™ 2* disc on the disc tray with the label side facing up. Press the ⏏ button again and the disc tray closes.
5. Follow on-screen instructions and refer to this manual for information on using the software.

It is advised that you do not insert or remove accessories or memory cards (8MB) (for PlayStation®2) once the power is turned on. Make sure there is enough free space on your memory card (8MB) (for PlayStation®2) before commencing play.

Note: *The Sims 2* only supports the Analog Controller (DUALSHOCK®2).

CONTENTS

Starting the Game 1
Controls 1
Playing the Game 2
2 Player Mode 10
Warranty 11
Customer Support 11

Check out The Sims™ 2 online at **www.eagames.co.uk/thesims**

CONTROLS

GENERAL GAMEPLAY

Move Sim/Cursor	left analog stick (pressure sensitive)
Zoom/Rotate camera	right analog stick
Select object/action	⊗
Freeze action/Fast forward	L1 / R1
Switch to next/previous Sim	L2 / R2
Cancel last/current interaction	△
Toggle Direct/Classic Control	SELECT
Snap to Sim (Classic Control only)	○
Open/close Pause menu	START

PLACE AND GRAB MODE CONTROLS

Place/Grab object	⊗
Sell grabbed object	□
Rotate object	L1 / R1
Cancel/Back	△

BUILD AND REMOVE MODE CONTROLS

Place/Remove wall/wallpaper/floor	⊗
Build/Fill room	L1 / R1 + ⊗
Switch wall/wallpaper/floor tools (remove mode)	○
Uncover room (remove mode)	L1 / R1 + ⊗
Cancel/Back	△

There are two different control methods for *The Sims 2*:

DIRECT CONTROL

Move your Sim, interact with objects and socialise with other Sims from a third-person perspective. Position your Sim near an object or person and press ⊗. When you socialise while using Direct Control your Sim enters Social mode (see *Socialising on* p. 7).

CLASSIC CONTROL

The traditional console method for controlling Sims in which you move a cursor around the environment to queue up actions. Move the left analog stick to position the cursor over an item, press ⊗ and then choose an action. Classic Control is good for queuing up multiple commands.

- To edit the action queue (Classic Control only), hold △, press the directional button ↑/↓ to highlight the action you want to delete and then press ⊗.

PLAYING THE GAME

Create a Sim, customise their world and unlock their future. From creating their food and fashions to guiding them along their career path, your Sims are in your hands. Deal them a life of pleasure and success or a world of pain and failure. Explore multiple locations in Story mode or create a custom home and family in Freeplay.

- To start a game in Story mode, choose STORY MODE from the Main menu. Next choose START NEW GAME (or, to load an existing game, select CONTINUE GAME). Select a one or two player game (a second controller is required for a two-player game). The Create A Sim screen appears (see *Creating a Sim* on p. 3).

Note: Story mode and Freeplay share a single saved game. Starting a new game overwrites the existing saved game for both modes. Up to eight Freeplay families and one Story mode character can be saved on a memory card (8MB) (for PlayStation®2).

- To start a game in Freeplay, choose FREEPLAY from the Main menu and then select a neighbourhood.
- To play with a previously created family, choose ENTER HOUSE. To send a family packing, choose EVICT FAMILY. To create a new family, choose MOVE IN FAMILY and then select CREATE A NEW FAMILY from the Family select menu.

CREATING A SIM

Begin by choosing your Sim's genetic heritage. The four portraits at the top of the screen show your Sim's grandparents. The middle portraits show your Sim's parents.
Choose to GENERATE A FEMALE (or MALE) SIM and press ⊗. Your Sim appears in the centre. You can repeat this step as many times as you want until you get a Sim you want to start with. Select ACCEPT SIM to continue to the Create A Sim menu.

- You can change many aspects of your Sim's appearance in-game, but gender, skin tone and body and head shape are determined when you first create your Sim and cannot be changed later.

CREATING A FAMILY

You can create a family in Freeplay by creating multiple Sims. To edit or delete a family, select them in the Family menu.

CREATING FASHIONS FOR YOUR SIMS

Customise your Sim's appearance using the Fashion Creator. From selecting multiple layers of clothing to determining how your Sim wears a selected item, you decide whether your Sim is a fashion force or a fashion faux pas.

Head From groovy baseball caps to funky sunglasses.

Tops Select and combine T-shirts, shirts and jackets. Then determine if the shirt is tucked in, the sleeve length, if the jacket is buttoned (or zipped) and more.

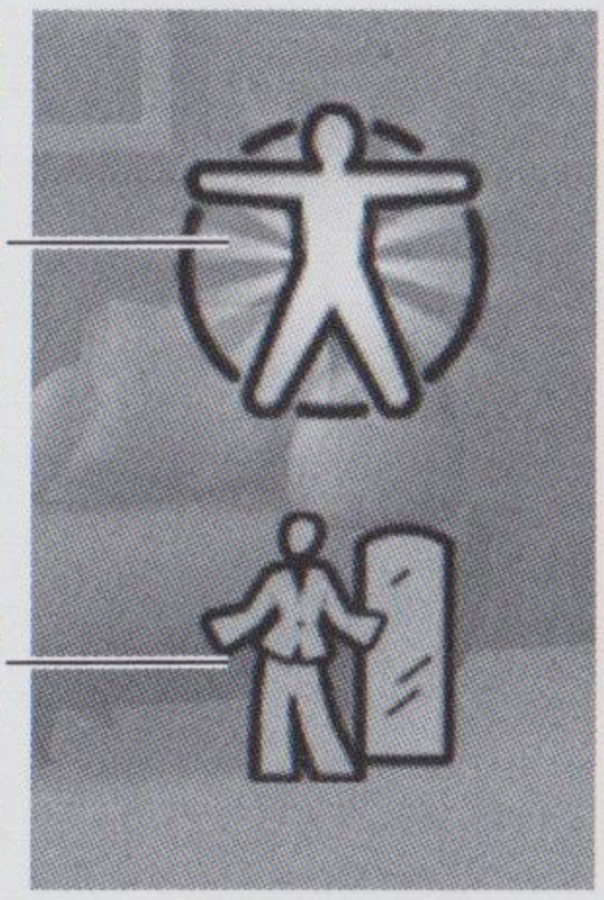
Bottoms and Shoes Select trousers or a skirt – are the trousers turned up, Capri-length or short shorts? Then find the perfect pair of shoes for your outfit.

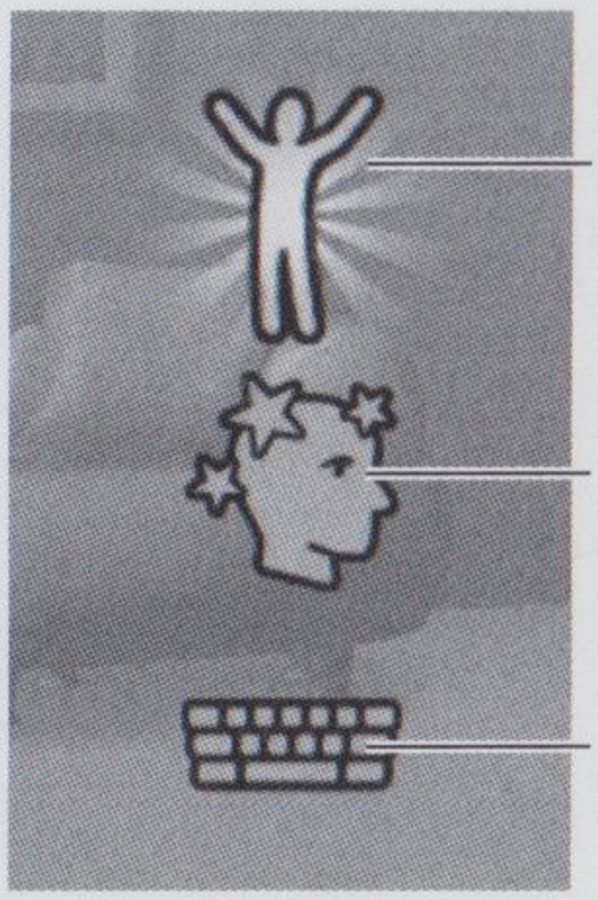
Accessories The right accessories can make an outfit. Choose belts, arm bands and jewellery.

- You can return to the Fashion screen by using dressers and wardrobes in the game.

Choose your Sim's skin tone and body type, morph their body shape and head, select a hair style and colour, and add makeup and tattoos

Design and choose your Sim's clothing





Determine your Sim's Aspiration – Romance, Wealth, Knowledge, Popularity, Creativity (see *Wants and Fears* on p. 6)

Adjust your Sim's personality

Name your Sim

GAME SCREEN

Your Sim's mood: more green indicates they're happy, a lot of red indicates unhappy

Skills (directional button ⬆)

Needs (directional button ⬅)

Press directional button ⬇ to close a sub menu

Wants and Fears (directional button ➡)

Time of day

Simoleons (money) your Sims has

Your Sim

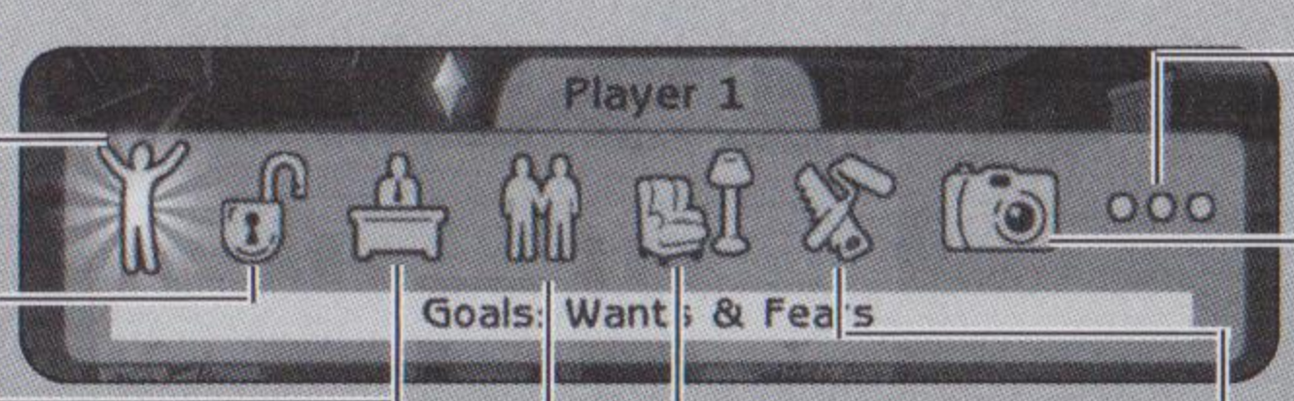
Sim Tip: Press ▣ to bring up the tool tips for any of the sub menus

PAUSE MENU

To access the Pause menu, press START while in-game.

Save or quit a game, adjust volume levels, enable free will and more

EyeToy® USB Camera (for PlayStation®2) – Access EyeToy® features



Review your Sim's wants and fears

Review your Sim's progress in Story mode

Access information about your Sim's career, skill levels and personality

See what kind of relationships your Sim has with other Sims

Access the Buy catalogue for shopping (and selling!) made easy

Build new structures and demolish old ones

CONNECTING THE EYETOY® USB CAMERA (FOR PlayStation®2)

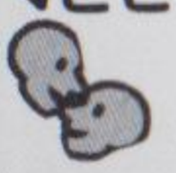
Holding the connector for the EyeToy® USB Camera with the USB mark facing up, securely insert the connector into either the upper or lower USB connector on the front of the console. The LED power indicator (blue) on the front of the camera should light up blue to indicate that the EyeToy® USB Camera is now ready to use.
If you encounter difficulties, refer to the instruction manual for the EyeToy® USB Camera.

NEEDS AND MOOD

MOOD

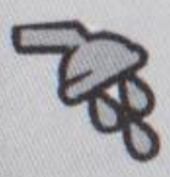
Your Sim's overall Mood meter displays a summary of their needs. The more green that shows, the happier they are. The more red, the less happy. Sims who aren't in a cheery mood are less likely to head off to work, look for a job or engage in skill building. A grumpy Sim is also not prone to promotion so make sure your Sim is in a good mood when you send them off in the car pool.
And *no* one likes to socialise with a cranky Sim.

NEEDS



Social Keep your Sim socialised by interacting with other Sims.

Bladder Eating and sleeping increase your Sim's need for the toilet. Find a bathroom to avoid an embarrassing puddle.



Hygiene Some activities cause your Sim's hygiene to decline. Hit the showers or wash your hands.

Hunger Quiet a Sim's rumbling tummy by eating some tasty grub. Some food recipes satisfy hunger better than others.

Fun Find something entertaining for your fun-deprived Sim to do: watch TV, dance or play a game.

Energy Take a snooze or eat some energising food.

Comfort Lounge on a sofa or bask in bed.

Room A bright, well furnished environment keeps your Sim's Environment meter high. Dirty and rundown locations leave your Sim feeling flat.

DEATH

Beware, extremely low needs can send your Sim on a vacation with the Grim Reaper (a very hungry Sim starves to death, for example). Your Sim might also make their final exit if they try to interact with an object that they aren't skilled at using (e.g., cooking on the stove or repairing the TV). To rejoin the land of the living, your Sim can purchase a RETURN TO LIFE ticket from the Grim Reaper or outperform the Grim Reaper in a challenge.

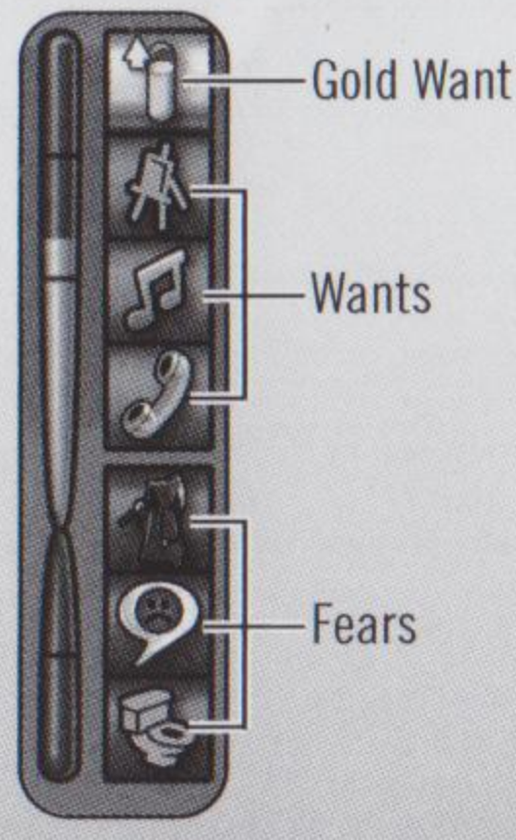
GHOSTS

Until your Sims can cash in on a reincarnation, they remain ghosts. Ghosts have limited interaction options (they can't use objects) but can walk through walls and can also interact with and torment other Sims.

WANTS AND FEARS

Every Sim has a life goal, or Aspiration, which influences the things that they want to achieve in their day-to-day life (Wants) and certain events that they want to avoid at all costs (Fears).

The Wants and Fears panel displays your Sim's current Wants and Fears as well as an Aspiration Meter which indicates how your Sim is doing in the pursuit of their Aspiration. To view your Sim's Wants and Fears, press the directional button ➡.



Fulfilling a Sim's Wants boosts their needs, social standing and/or career status. It also earns Aspiration points which can unlock objects. Experiencing a Fear decreases a Sim's Aspiration Meter, degrades their needs and can also impede their career advancement. When you fulfil a Want or a Fear, a new Want or Fear takes its place. Additionally, there are two special types of Wants:

Gold Wants Accomplishing these Wants advances you through Story mode. Fulfil a certain number of them (it changes depending on the location) to reveal a Platinum Want.

Platinum Wants Fulfilling a Platinum Want unlocks another location. Once a Platinum Want appears, it remains in your Sim's Aspiration Meter until they fulfil it.

Sim Tip: If your Sim is having major problems with their Wants and Fears, call a therapist to get some help sorting out their life.

SOCIALISING

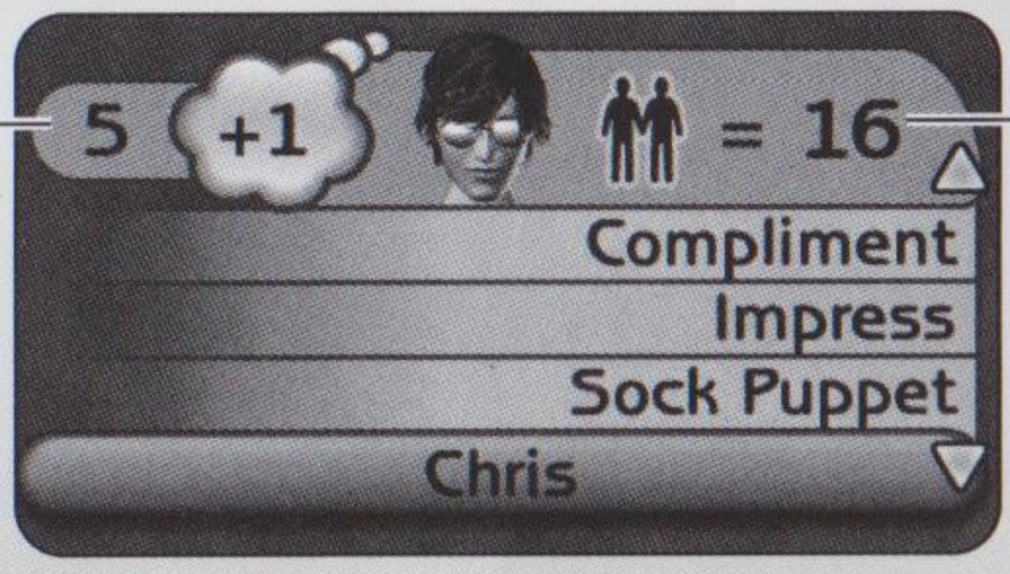
All Sims must interact with other Sims to keep themselves in the social swing of things. Your Sim may also need to meet certain relationship requirements before they can be promoted. Check the Career screen to see if your Sim needs to make a few friends.

Sim relationships include acquaintances, friends, best friends, crushes, lovers, enemies and arch-enemies. Gauge your Sim's relationship with other Sims by observing their body language and the types of interactions available.

Some interactions are only available once your Sim has achieved a certain type of relationship with the other Sim.

SOCIAL MODE

With Direct Control (see *Direct Control* on p. 2) your Sim enters Social Mode when you choose to socialise with another Sim. You monitor your relationships through on-screen indicators such as changes in body language and use of the Interest Meter, which measures the relationship points between the two Sims. Successful social interactions increase another Sim's interest in your Sim. String together several positive interactions and watch your Interest Meter add bonus points to your interactions. Failed socials decrease their interest.



The level of interest this Sim has for your Sim

The relationship level your Sim has with this Sim (ranges from -100 to 100)

SKILLS AND CAREERS

Acquiring skills can help Sims advance in their careers and increase their efficiency when performing certain tasks (such as cleaning or repairing things). There are seven skills:

Cooking Prepare meals and read cookbooks.

Mechanical Study a mechanical book.

Charisma Practise speaking or kissing, or write a blog on the computer.

Body Exercise or use a punching bag to increase your Sim's fitness.

Logic Play chess, design a computer game (on a computer) or read a book.

Creativity Play a musical instrument or paint a little something on an easel.

Cleaning Clean up around the house.

CAREERS

There are ten career paths. Your Sim can find a job by looking in the newspaper or searching for one online (using a computer). Your Sim advances in their career by building skills, improving relationships and expanding their social circle. Different career paths require different skill sets. Review the Career screen to see what your Sim needs to do to earn a promotion. And don't forget to ensure that your Sim is in a good mood when they head off to work – surly Sims aren't prone to promotion.

FOOD CREATION

Your Sims can now add a little spice to their lives and relationships by experimenting in the kitchen. To create a dish, go to the fridge and select GET INGREDIENTS/COOK MEAL. When the food creation menu appears, select up to four items. Then decide how to prepare your dish – in the food processor, on a countertop or on the stove. When your Sim's dish is ready, they can eat it or serve it to another Sim.

- You can choose from Meats, Vegetables, Fruits, Dairy, Grains, Liquids, Oils, Harvested Seafood, Harvested Fruit and Harvested Vegetables. For harvested foods, your Sim must raise the crops and then harvest them.
- To note the effects that a food has, select the prepared meal and choose LOOK AT FOOD.

Certain combinations of foods may have unusual effects on Sims. For example, besides filling a Sim's stomach, some foods can encourage a Sim to fall in love with another Sim or can temporarily boost their skill levels.

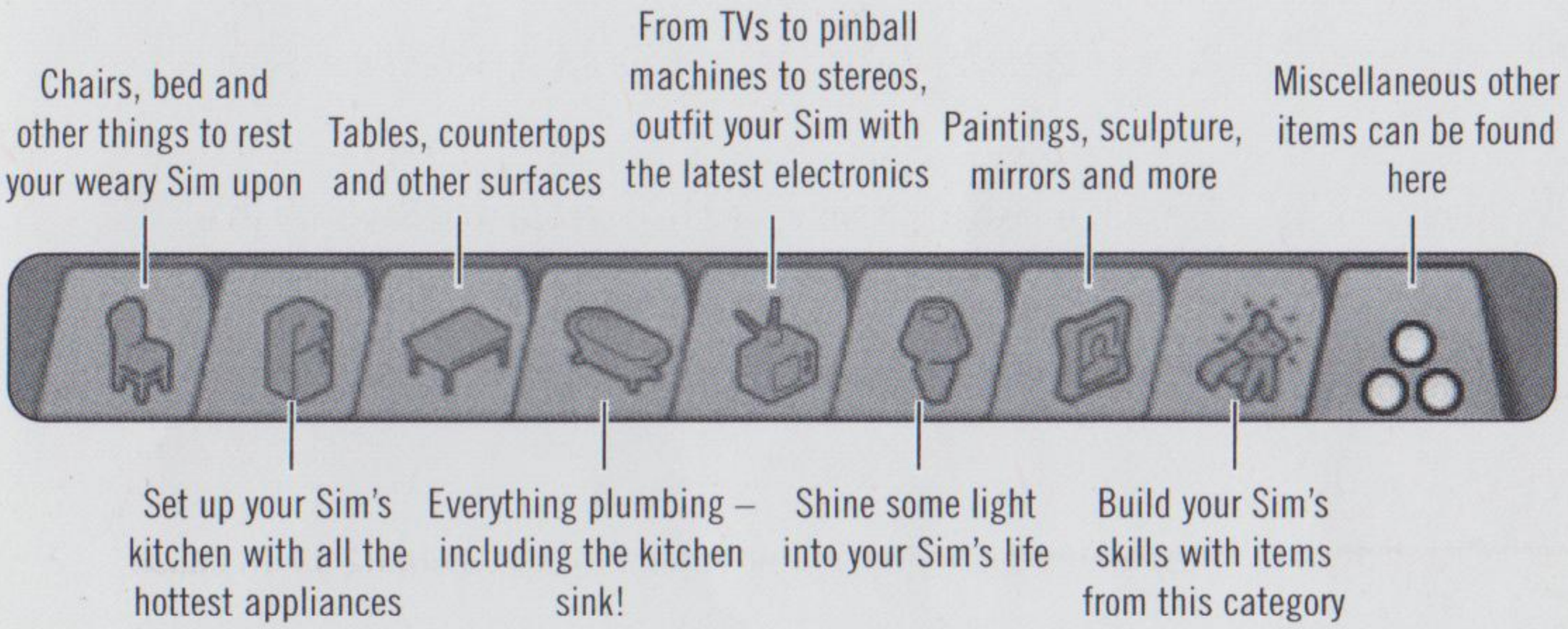
RECIPES

Your Sim may learn recipes from books and magazines or they can discover them through experimenting in the kitchen. To view your Sim's recipe book, press ◉.

BUYING AND BUILDING

Fulfilling your Sim's Wants unlocks objects in Buy and Build mode (see *Wants and Fears* on p. 6).

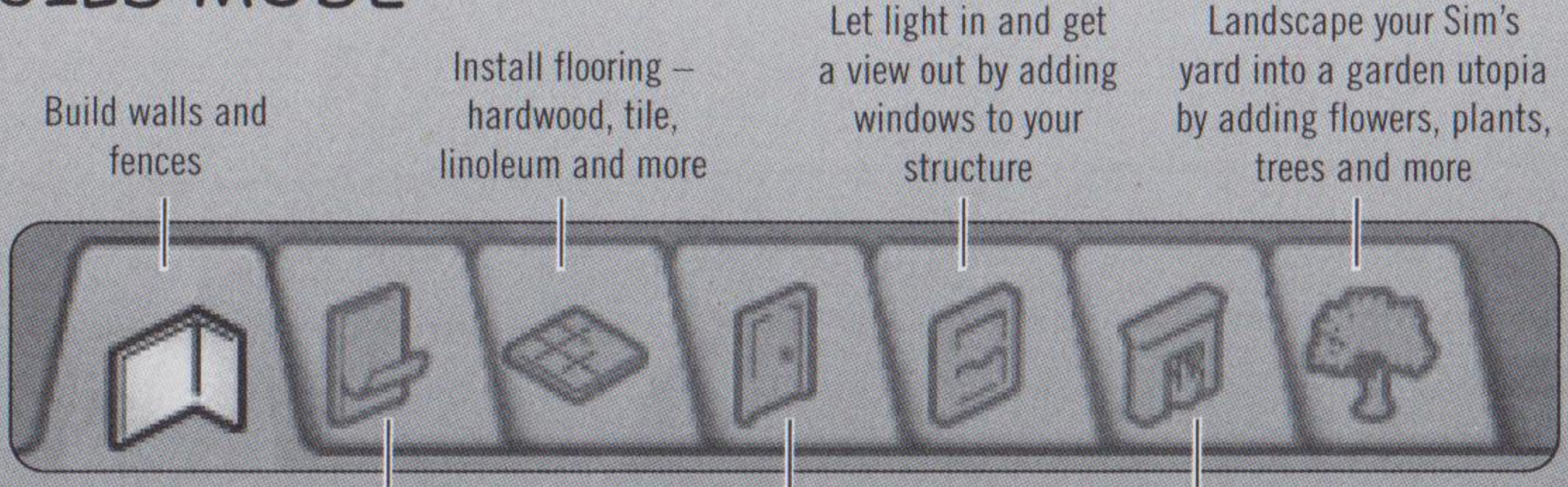
BUY MODE


Chairs, bed and other things to rest your weary Sim upon
Tables, countertops and other surfaces
From TVs to pinball machines to stereos, outfit your Sim with the latest electronics
Paintings, sculpture, mirrors and more
Miscellaneous other items can be found here
Set up your Sim's kitchen with all the hottest appliances
Everything plumbing – including the kitchen sink!
Shine some light into your Sim's life
Build your Sim's skills with items from this category

- To purchase an item, choose the Buy Catalog icon from the Pause menu. Then select the category of the item you want to buy and, finally, choose the specific item and press ⊗.
- To sell an item, press ▣ while in the Buy catalogue, move the left analog stick and select the item you want to sell by pressing ⊗, then press ▣ again to complete the sale. The resale amount is added to your Sim's Simoleons.
- To relocate an item, press ▣ while in the Buy catalogue, move the left analog stick and then select the item you want to move by pressing ⊗. Move the left analog stick until you have positioned the object in its desired location and then press ⊗.
- To rotate a selected item, press the L1 or R1.

Note: Items with a lock icon are not available for purchase until you unlock them. To find out how to unlock an item, highlight it and read its description.

BUILD MODE


Build walls and fences
Install flooring – hardwood, tile, linoleum and more
Let light in and get a view out by adding windows to your structure
Landscape your Sim's yard into a garden utopia by adding flowers, plants, trees and more
Add wallpaper or paint to an existing wall
Adding a door makes moving from one room to another an open and shut case
Fireplaces provide a crackling fire in chilly weather and a mantle to hang your favourite painting over

TO BUILD WALLS AND FENCES:

1. Select the walls icon from the Build toolbar and then choose the type of wall or fence and press ⊗.
2. The build cursor appears on the lot. Press the left analog stick to plant the starting point of your wall and press ⊗. An anchor point appears.
3. Move the left analog stick to determine where your wall extends to and then press ⊗ again. Your wall appears in between the two points that you designated.

- To build an entire room at once, press and hold L1 or R1 while moving the left analog stick to designate the perimeter of the room.

To build or place other objects in Build mode (windows, doors, fireplaces, etc.), select the item, position it where you want to install it and then press ⊗.

TO DELETE A STRUCTURE:

1. From the Build Catalog, press ■ to access Remove mode.
2. Press the left analog stick to determine how much of the structure to delete and press ⊗.
3. Then press the left analog stick to highlight the object and press ⊗ again.

SAVING AND LOADING

Save your game by going to the Options menu and selecting SAVE from the Save/Quit menu.
To load a game, select the Continue Game icon after choosing either Story mode or Freeplay. Then choose the MEMORY CARD slot that contains your game and press ⊗. At the prompt, confirm this choice by pressing ⊗. Continue as you would when starting a new game (see *Playing the Game* on p. 2).

2 PLAYER MODE

Play along with a friend in simultaneous, split-screen 2 Player mode. You and a friend play on the same lot, controlling different Sims in the same family.

- The fast speed toggle is available during 2-player games only if both players hold down the fast speed button R1.
- Players cannot be on separate lots at any time. If either player uses a transition object to move to a different lot, the other player follows along.
- If both players' Sims have the same work hours, they share the same carpool, and it won't leave until both players have got in.
- Player 2's game is saved only as part of Player 1's game.

Notice

Electronic Arts reserves the right to make improvements to this product described in this manual at any time and without notice. This manual, and the software described in this manual, is under copyright. All rights are reserved. No part of this manual or the described software may be copied, reproduced, translated or reduced to any electronic medium or machine-readable form without the prior written consent of Electronic Arts Ltd, Customer Services, PO Box 181, Chertsey, KT16 0YL, England, United Kingdom. Electronic Arts makes no warranties, conditions or representations express or implied, with respect to this manual, its quality, merchantability or fitness for any particular purpose. This manual is provided "as is". Electronic Arts makes certain limited warranties with respect to the software and the media for the software. In no event shall Electronic Arts be liable for any special, indirect or consequential damages. These terms and conditions do not affect or prejudice the statutory rights of a purchaser in any case where a purchaser is a consumer acquiring goods otherwise than in the course of a business.

Warranty

Limited Warranty

Electronic Arts warrants to the original purchaser of this computer software product that the recording media on which the software programs are recorded will be free from defects in materials and workmanship for 90 days from the date of purchase. During such period defective media will be replaced if the original product is returned to Electronic Arts at the below address, together with a dated proof of purchase, a statement describing the defects, the faulty media and your return address. This warranty is in addition to, and does not affect your statutory rights in any way. This warranty does not apply to the software program themselves, which are provided "as is", nor does it apply to media which has been subject to misuse, damage or excessive wear.

Returns After Warranty

Electronic Arts will replace user-damaged media, current stocks allowing, if the original media is returned with a Eurocheque or postal order for £10 per disc, payable to Electronic Arts Ltd. If you have any queries on warranty replacements or user-damaged discs or manuals, please e-mail us on **uk-warranty@ea.com** Please note that this is only for warranty and NOT technical queries. Please remember to include full details of the defect, your name, address and, where possible, a daytime telephone number where we can contact you.

Electronic Arts Customer Warranty, PO Box 181, Chertsey, KT16 0YL, United Kingdom.

CUSTOMER SUPPORT - Here to help you!

Problem? Question? If you are having problems with your game, we are here to help.

AUSTRALIA

Electronic Arts Australia Support Hotline:
1902 261 600*
*Sirius calls charged at $2.48 per minute, GST inc. Calls from Mobile & Public phones higher (If you are under 18 years of age parental consent is required).
Operating hours from 9am to 8pm 7 days a week, as well as pre-recorded information 24 hours a day.

Customer Service Address:

Electronic Arts
PO Box 432
Southport QLD
4215, Australia

Email Customer Support:

ozsupport@ea.com

SOUTH AFRICA

Game Smith: (011) 740-0615/6, (083) 918-0083
Electronic Arts South Africa
PO Box 3180
Rivonia
2128

NEW ZEALAND

Electronic Arts New Zealand, Games Hotline:
0900 58885* (If you are under 18 years of age parental consent required).
*Calls charged at $1.99 per minute inc GST 7 days a week 9am - 8pm. Calls from Mobile & Public phones are higher.

Customer Service Address:

Electronic Arts New Zealand
PO Box 47596
Ponsonby
New Zealand

Email Customer Support:

nzsupport@ea.com

KEEP UP WITH THE LATEST EA NEWS..!

If you want to keep up with all the latest news, downloads and coolest updates from EA then all you have to do is register as an EA Direct Member. It's easy! Register now on

www.eagames.com.au
or
www.easports.com.au

As an EA Direct Member you will be kept in the 'know' as to what is new and hot from EA Australia, delivered directly to your inbox.

© 2005 Electronic Arts Inc. Electronic Arts, EA, the EA logo, The Sims, Maxis and the Maxis logo are trademarks or registered trademarks of Electronic Arts Inc. in the U.S. and/or other countries. All rights reserved. All other trademarks are the property of their respective owners. EyeToy is a trademark of Sony Computer Entertainment Europe. Requires PlayStation 2 computer entertainment system (sold separately). EA™ and Maxis™ are Electronic Arts™ brands.

MXJ03404261MT

Customer Services Numbers	Games Hotlines
• Australia	**1300 365 911*** — *Calls charged at local rate. Please call these Customer Service Numbers only for hardware support of PlayStation products. **Sirius calls are charged at $2.48 per min inc GST 7 days a week 8am – 8pm. Calls from mobile or public phones are higher. If you are under 18 years of age parental consent is required.	**1902 261 600****
• Österreich	**0820 500 535*** — *0.145 Euro/Minute. Rufen Sie diese Kundendienstnummern bitte nur an, wenn Sie Hardware-Support für PlayStation-Produkte benötigen.	**0049-2408-940 555**
• Belgique/België/Belgien	**011 516 406*** — *Prix d'un appel local. Veuillez composer les numéros du service après-vente pour recevoir une assistance technique destinée uniquement aux produits PlayStation.	**Please contact your local distributor**
• Danmark	**33 26 68 00*** — *Man-Torsdag 9-16.30 Fre 10-15. Ring venligst kun til disse kundeservicenumre vedrørende hardwaresupport til PlayStation-produkter.	**Please contact your local distributor**
• Suomi	**0600–411911*** — *17.00-21.00 ma-to, 0.79 Euro/min. Tätä asiakaspalvelunumeroa voi käyttää vain PlayStation-tuotteiden laitteistotukeen liittyvissä kysymyksissä.	**Please contact your local distributor**
• France	**0820 31 32 33*** — *Prix d'un appel local - ouvert du lundi au samedi. Veuillez composer les numéros du service après-vente pour recevoir une assistance technique destinée uniquement aux produits PlayStation. **0.344€ la minute.	**08 92 68 55 15****
• Deutschland	**01805 766 977*** — *0,12 Euro/minute. Rufen Sie diese Kundendienstnummern bitte nur an, wenn Sie Hardware-Support für PlayStation-Produkte benötigen. **1.24€ pro minute. Kinder und Jugendliche unter 18 Jahren dürfen nur mit Erlaubnis ihrer Eltern anrufen.	**0190 - 776633****
• Ελλάδα	**00321 0678 2000*** — *Εθνική Χρέωση. Παρακαλείστε να επικοινωνείτε σε αυτού του αριθμού του Τμήματο Εξυπηρέτηση Πελατών μόνο για θέματα υποστήριξη τη κονσόλα PlayStation και των περιφερειακών τη .	**Please contact your local distributor**
• Ireland	**0818 365065*** — *All calls charged at National Rate. Please call these Customer Service Numbers only for hardware support of PlayStation products. **Calls are charged at 95c per minute, mobiles may vary. Callers must be over 16. Please ask permission from whoever pays the bill before calling.	**1 560 256 256****
• Israel	**09 971170*** — *Please call these Customer Service Numbers only for hardware support of PlayStation products.	**Please contact your local distributor**
• Italia	**848 82 83 84*** — *Tariffa Nazionale. Chiamare questi numeri del Servizio Clienti solamente se si necessita di assistenza relativa all'hardware dei prodotti PlayStation.	**Please contact your local distributor**
• Malta	**21 344700*** — *National Rate. Please call these Customer Service Numbers only for hardware support of PlayStation products.	**Please contact your local distributor**
• Nederland	**0495 574 817*** — *Interlokale kosten. Bel deze klantenservicenummers alleen bij hardwareproblemen met PlayStation-producten.	**nl.playstation.com**
• New Zealand	**09 415 2447*** — *National Rate. Please call these Customer Service Numbers only for hardware support of PlayStation products. **Calls charged at $1.99 per min inc GST 7 days a week 9am – 8pm. Calls from mobile or public phones are higher. (If you are under 18 years of age parental consent is required).	**0900 58885****
• Norge	**820 75 050*** — *Mon-Fre 8.30-16.30. Vennligst ring disse kundeservicenumrene bare for maskinvarestøtte i forbindelse med PlayStation-produkter.	**Please contact your local distributor**
• Portugal	**707 23 23 10*** — *Contacte-nos através destes números de Assistência ao Cliente para obter asitÊncia técnica (hardware) apenas para produtos da PlayStation.	**Please contact your local distributor**
• España	**902 102 102*** — *Tarifa nacional. Al llamar a estos números del Servicio de atención al cliente sólo obtendrá asistencia para los productos PlayStation.	
• Sverige	**08 587 822 40*** — *Mån-Tors 8-17 Fre 8-15.30. Ring endast dessa kundservicenummer för maskinvarusupport av PlayStation-produkter.	**Please contact your local distributor**
• Suisse/Schweiz/Svizzera	**0848 84 00 85*** — *Tarif appel national / Nationaler Tarif / Tariffa Nazionale. Veuillez composer les numéros du service après-vente pour recevoir une assistance technique destinée uniquement aux produits PlayStation. **SFr 2,00/Min. Kinder und Jugendliche sollten vor dem Anrufen der Hotline die Eltern oder Erziehungsberechtigen um Erlaubnis fragen	**0900 - 55 40 20****
• UK	**08705 99 88 77*** — *National rate. Calls may be recorded for training purposes. Calls charged at local rate. Please call these Customer Service Numbers only for hardware support of PlayStation products. **Calls are charged at 75p per minute, mobiles may vary. Callers must be over 16. Please ask permission from whoever pays the bill before calling.	**09067 53 54 55****

MXJ03404261M

Electronic Arts, EA, the EA logo, EA SPORTS, the EA SPORTS logo, EA SPORTS BIG and the EA SPORTS BIG logo are trademarks or registered trademarks of Electronic Arts Inc. in the U.S. and/or other countries. EA™, EA SPORTS™ and EA SPORTS BIG™ are Electronic Arts™ brands.

SLES-53718

"PS", "PlayStation", "△○×□" and "DUALSHOCK" are registered trademarks of Sony Computer Entertainment Inc. All Rights Reserved.

5030941046169